

Learning to Create Retro Games with MakeCode Arcade Game Planning Sheet

PROJECT INFORMATION
PEOPLE INVOLVED:

NAME OF THE GAME:

THINGS TO THINK ABOUT

What does your game *need* to work like you want it to?

What would you *like* to add if you have time?

What are key blocks you need to create your code?

Does this game have all the elements it need to be fun for other players?



IDEAS:

Create
your Future



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Sprite Planning Sheet

PLAYERS

ENEMIES

FOOD

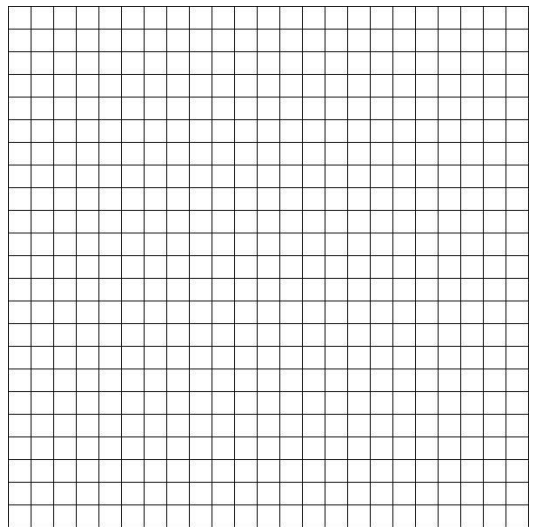
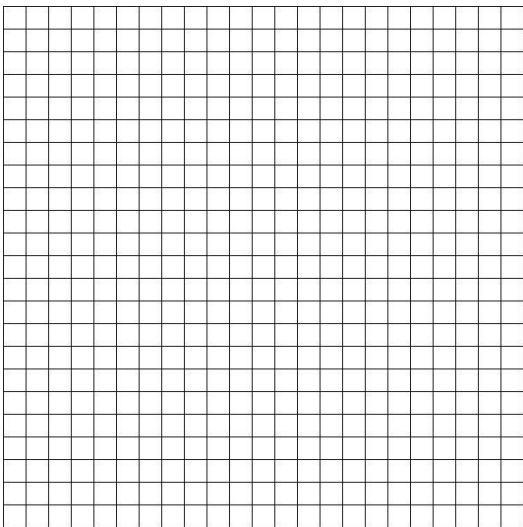
PROJECTILES

Create
your Future

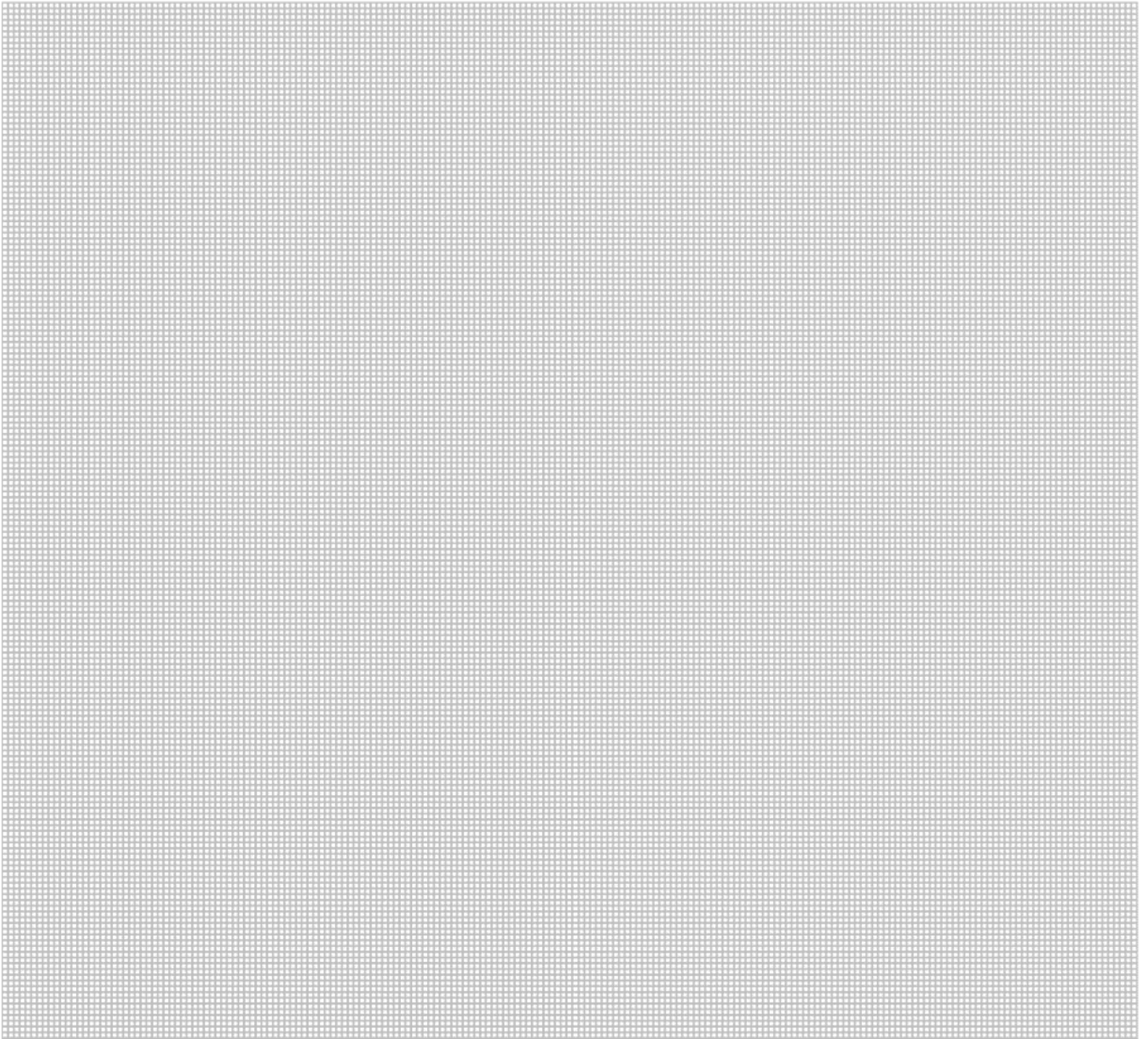
Design Your Own Retro Game with MakeCode Arcade

1. Recreate all your sprites to match your game idea.

Below is the grid that appears for sprites when you want to create your own. The Arcade games use “pixel art” to design the sprites. You can look up some cool designs using the search term “pixel art” in your browser or design your own. If you want, colour and design your own using the below grids first.



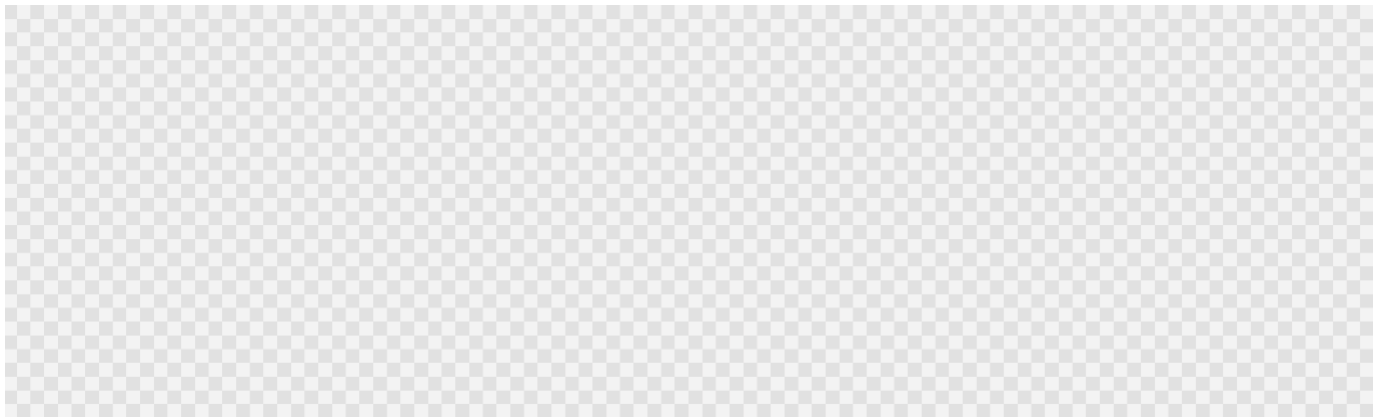
2. Recreate your background



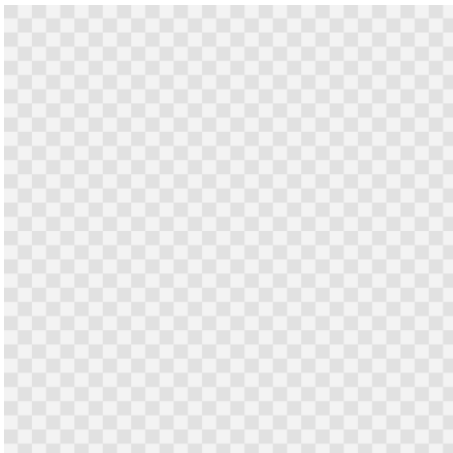
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Planning on levelling up? Use these worksheets to help you

A) Design your next level on the tilemap below:



B) Design any new sprites that you plan to introduce in your new level



Sprite name: _____

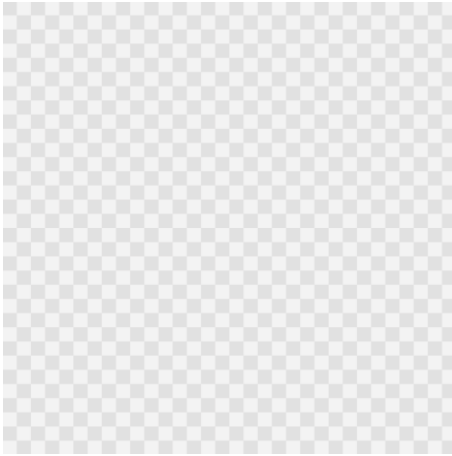
Sprite kind: _____

Sprite features (e.g. animated, moves,
gives points/lives):





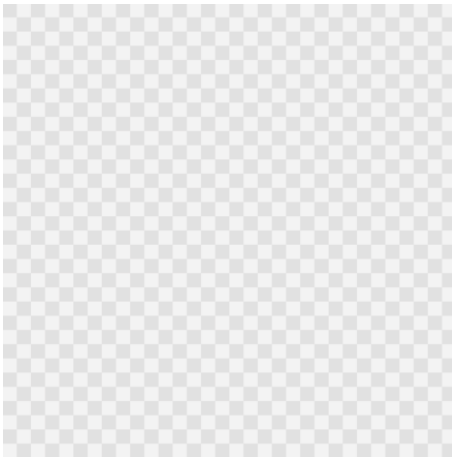
B) Design any new sprites that you plan to introduce in the next level:



Sprite name: _____

Sprite kind: _____

Sprite features (e.g. animated, moves, gives points/lives):



Sprite name: _____

Sprite kind: _____

Sprite features (e.g. animated, moves, gives points/lives):



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C) Rules for the game (e.g. points system, lives system, special effects and features to add)
